

SML

POOL LEAGUE HANDBOOK



LEAGUE FOR ALL PLAYERS

Policies & Procedures

INTRODUCTION

1. This Player's Handbook has been compiled to make the season go as smoothly as possible. It contains the operational and playing rules of our leagues. Knowledge of the contents contained is necessary for all players. A complete understanding of the rules, policies and procedures of the league will allow you to shoot pool and have fun without worrying about the technicalities.

OBJECTIVES OF THE LEAGUE

1. To offer players of all skill levels a league system that allows them to enjoy friendly competition against others of similar ability.
2. To offer rules, methods and procedures that enhances the sportsmanship of the game so it can be played in an organized, competitive and enjoyable manner.
3. To promote business and goodwill for participating establishments.
4. To promote the game of pool in our community.

CAPTAIN'S DUTIES

1. They shall be present at or send an acting captain to all league meetings. Any team not represented at a captain's meeting will forfeit all voting rights for that meeting.
2. The captain shall inform their players as to all league rules.
3. After the match has been completed, both captains shall ensure the scoresheets correctly and completely filled out and each captain has approved score sheet.
4. Team captains are ultimately responsible for submitting fees, sanction fess and arranging make-up matches on a timely basis. Failure to do so, could result in lost points, disciplinary action or expulsion from the league
5. League fees are to be paid the week that teams play and e- transferred or dropped off at SML Head office location. Teams must have all League fees paid and current at the end of each month. Failure to do so will or could result in zero points for the team and possible suspension of the team from the league until the matter is dealt with.
6. Team accounts must be in good standing. If a team is not in good standing, they will not qualify to play at the WCVNEA, the SML Year End Tournament or at any VNEA/BCA/CCS sanctioned event (including Las Vegas). Statements will be sent out Monthly.
7. Team captains are responsible for settling any disputes that may arise during a match and for the conduct of their team.

SCHEDULING/POSTPONED/FORFEITED MATCHES

9. In the event of an emergency, any rescheduling of matches must be by mutual consent of both team captains and the League Coordinator.
 - a) If a team gives at least 24 hours' notice that they will be unable to play their regularly scheduled match, the match will be played at a later date. It should be replayed within four weeks and must be played before the end of regular season.
 - b) Continual abuse of the above will lead to expulsion.
 - c) If a team gives less than 8 hours' notice that they will be unable to play their regularly scheduled match:
 - * the match DOES NOT have to be made up, but every attempt should be made to play all scheduled matches
 - * the non-offending team will receive all the round points, all the balls and the players that would have played the match will receive their average points for and wins up until that point in the season.
 - * the offending team will receive zero, round, ball or player points for the match.
 - * both teams will be responsible for their portion of the league fees less table plugs.
 - * In the case of emergencies, the league will determine the course of action and penalties.
10. Teams dropping out of the league will forfeit any funds they have paid.
11. In the event of forfeits near the end of the season that has an impact on the top finishers in a league, the league will decide the final remedy. The league would prefer that first place in leagues not be decided by forfeits.

PROTEST PROCEDURES

1. Only the team captain has the right to lodge a protest.
2. Protests must be presented in writing only and delivered to the League office within 48 hours.
3. All protests will be reviewed by the League Representatives.
4. Their decision will be final.
5. Protests during the play-offs must be accompanied by a \$100 deposit.
6. If the protest is upheld the money will be returned, if the protest is lost the money is forfeited and will be donated to charity.

SPORTSMANSHIP

1. Tactics such as intimidation, harassment or poor sportsmanship are not permitted. Any members that repeatedly use this type of behavior are subject to expulsion from the league.
2. Flagrant violations must be documented and submitted to the League, who after review will take appropriate action.
3. Misuse or manipulation of any rule, procedure or unbecoming conduct may result in disciplinary action.
4. Any abuse, profanity, or yelling at League Representatives may result in expulsion from the league or other penalties. (Spirited discussion is welcome!)
5. Anyone fighting during league matches will be suspended for the balance of the season and play-offs. A review of the incident will take place, with a final determination of the penalty (i.e., extenuating circumstances).
6. Anyone fighting at a National or International Tournament will be suspended for the remainder of that year and 1 year after.

TEAM MATCHES

1. Number of players:
 - a) 16 game format - 4 players per team, each player plays 4 games.
 - b) 20 game format - 5 players per team, each player plays 4 games.
 - c) 25 game format - 5 players per team, each player plays 5 games.
2. The home team captain will fill out their line-up first, then the visiting team captain will fill in their line-up.
3. The falsifying of names on the scoresheet will not be tolerated. If a team is caught in this situation the following will apply.
 - a) The opposing team will receive a 10-0 forfeit win for each game the illegal player played in.
 - b) Repeat violations will result in the team's expulsion from the league.
 - c) In Playoffs: **The whole team will default out of the tournament.**
4. **Matches start**, the grace period to start a match is 15 minutes from the scheduled match time, with each player allowed five minutes to start an individual game. Teams must have a minimum of two players to start a four-person match and three players to start a five-player match. If a player(s) is missing, then the opposing team receives a 10-0 score for every game that the player misses.
5. **Teams that are short of players for a match are still responsible for the total team weekly fees**, as though all players had played. All teams contribute an equal amount to the prize-fund and have equal rights to the prize-fund in the play-offs. **TEAMS MUST PAY FOR A FULL SEASON WHETHER ALL MATCHES ARE PLAYED OR NOT.**

PERFORMANCE STATISTICS

1. Team and player performance statistics are formulated and posted on Compusport as soon as a scoresheet is approved.
2. The league office will provide score sheets on the league website for the teams to download as required. It is imperative that teams enter score sheets into the Compusport system. You can either do it at your match on a device or you can write out a paper copy and input the scores after the match. The scorekeeper will put in the score sheet either during the match or right after the match each night. **EITHER TEAM CAN ENTER THE SCORESHEET.** Ensure both teams agree on the scores before leaving the bar after the conclusion of the match.
3. Scores should be entered the night of the match and approved by the opposing team by 6:00 pm the next day. If you do not enter a score sheet, both teams may receive zero points.
4. If a player accomplishes a feat (ERO or an 8 on the break), that achievement must be marked at the time of occurrence by filling in the correct area on the score sheet. **ERO's or 1st Attempt that are not recorded on the night of play will not be adjusted at the SML office.**

TEAM & INDIVIDUAL SCORING

6. The point (ball count) system will be used to determine the winner of a game.
7. The team scoring the most points in a round including handicaps will win that round.
8. Maximum handicap is 15 points per round (5 Player Teams) maximum 12 points per round (4 player teams)
9. Points will be scored in this manner:
 - a) One point for every object ball sunk and 3 points for the 8-Ball.
 - b) Both players count all balls they have off the table, with the winner of the game always receiving 10 points.
 - c) For forfeited games, the opposing team receives 10 points.

TIED MATCHES

In the event of a tie, the team with the most wins in the tied round will win the round point. Note: If still tied (16 game format), each team will receive 1/2 around point (.5). In the event teams are tied in overall points at the end of a match, the first tiebreaker is games won, if still tied (16 and 20 game format) each team will receive 1/2 a round point (.5).

TEAMS AND PLAYERS

1. Rosters must include the name, e-mail address, phone number of all Team Captains on the team.
2. Teams may use a **Max of 10** players during the regular season.
3. Teams may add players at any point during the season, however, players added with less than 8 weeks left in a season will not be eligible to play in league play-offs or the VNEA World Championships in Las Vegas.
4. If you wish to add New Players that have never played before, you must contact League coordinator at least 2hrs before scheduled match.
5. Exceptions to (3) are for shorter seasons like the summer/winter league.
6. All league players must be 18 years of age or older (except Junior League) **Under no circumstances may a minor play in the adult leagues.**
7. Players may play for more than one team in the SML Pool League; however, they may only play for one team during the play-offs.
8. If a team folds, the players may be picked up by other teams.
9. The league does its best to make sure that everyone is at the correct level. Mistakes happen. Players know at what level they have won and what their correct level of play is. If a team signs up a player and that player is playing at too low a level, any games that player has played at for the team will be null and void. **The onus is on the player to make sure they are playing at the correct level**

SANCTION FEES

Regular Player

Defined as a player who will play more than **once** for the same team. The sanction fee for regular players is determined by League and division played in. **Players that start play in the month of September must pay their sanction fees by October 30th** or there will be a \$10 penalty. All players must pay their sanction fees within one month of playing or will also be subject to the \$10 late fee.

One Time Player

Defined as a player who will only play once. Substitute players do not have to pay sanction fees, however, should they play a second time they must pay regular sanction fees. **Teams will be held responsible for unpaid sanction fees.**

LOCATIONS/TABLES

1. Teams should choose their home locations carefully. It is very disruptive when teams want to change locations during the season. Reasons for change such as lower drink prices, free shirts, etc. will not be considered.
2. In the event there are extenuating circumstances, this will be dealt with between the team captain, the
3. location owner and the League.

SCHEDULING

All league schedules are computer generated, and though every attempt will be made to have fifty percent of all matches at home (13 or 14 matches), you may not be at home every other week. Matches must be played in their scheduled location, unless relocated by the league office; matches that are not played in the scheduled location will be entered as 0 scores for both teams and players will not receive credit for the week. A warning will not be issued about playing at the wrong location.

LOCAL PLAY-OFF ELIGIBILITY & PLAY-OFF RULES

1. All teams must have **played and/ or paid for all scheduled matches. All teams MUST pay for a FULL SEASON whether they played all matches or not.** If a team joins in late or misses matches, the matches must be made up and paid for.
2. Monies owed by players and/or teams are the **team's responsibility** and must be paid to compete in the playoffs.
3. **4 player Teams, 3 Players** must have played at least **12 weeks** and **1 Player** may have played no fewer than **8 weeks**.
4. **5 Player Teams, 4 Players** must have played at least **12 weeks** and **1 Player** may have played no fewer than **8 weeks**.
5. **In a match only 1 player with less than 12 but 8 or more weeks can play at one time. These players can be substituted in and out.**
6. The previous does not apply to shorter seasons like the Summer, Winter or Western Canadian League which have their own qualifying standards.
7. Players must be able to provide picture I.D. if asked to by the Tournament Director, referee or any designated staff.
8. A team may substitute a player during a match if the following criteria are met.
 - a) The opposing captain must be notified before the start of the round in which the substitution is made, and the outgoing player **MUST** sit out an entire round before they may re-enter the match.
 - b) A substitute player is not allowed to play the same opposing player more than once.
9. **All qualifying weeks must be on the team you are playing for in the play-offs.**
10. **Team Captains Flip a coin to determine home team for playoffs.**

League Champions

Regular season will be determined in the following manner:

- The team winning the most round points will be the League champions.
- In the event that two or more teams have won the same number of round points, the team winning the highest number of games will be League champions. In the event the teams also tie for most games won, total points will decide the champion.

Playoff Winners

Year-end playoffs will determine players ranking in League a minimum of 10% of winners must move up a division for the following season any player on a winning team with 8 weeks of play is considered a member of that team

Prize Fund Pay Back

ALL LEAGUES - LEAGUE CHAMPIONSHIPS

At the end of the regular season, all teams will be given the opportunity to compete in their league's play-offs providing each team has met the proper requirements outlined previously under the section named LOCAL PLAY-OFF ELIGIBILITY. League play-offs will not use handicaps and will follow International Championship rules and eligibility as outlined in the SML Pool League's rule book.

PRIZE FUND PAYBACK

Weekly fees are comprised of three elements. Match fees, admin fees and green fees. A \$3 admin fee and a \$2 green fee is deducted from each player each week; this allows for the tables at the SML Year End Championships to be open for FREE PLAY and aids in variable league costs. No other fees, operating costs or any other monies will be deducted from your weekly dues. The remainder of the teams' fees go directly to the league prize fund.

All teams compete in their respective division for the league season and in the Year-End Tournament. Prizes and cash payouts for all teams in that league come from each individual divisions' prize fund. All league payouts will be 100% deep. This means that every registered team within SML Pool League receives a payout at the Year End Event. Payout amounts will be determined by tournament placement.

REMEMBER: Teams must compete at the Year End Event to qualify for any payout monies. Tournament placement determines each team's portion of prize payout. Forfeiting the Year End Event will result in forfeiting all prize monies.

Unusual Situations

Q. A player accidentally shoots their opponents ball and sinks it and the opponent allows the shooter to continue to shoot until they're on the 8-ball and then calls a foul, what's the call?

A. The opponent should have called the foul when the shooter first sunk one of their balls. Under the Sportsmanship Rules, this is abuse of the rules and the shooter would continue shooting (their correct balls) with no penalty.

Q. A player breaks the balls and sinks 7 solids on the break. Can the player then shoot the 8-ball and win the game or do they have to shoot stripes.

A. The player has made a legal break and should not be penalized by being made to shoot stripes. They are free to attempt to sink the 8-ball and win the game.

Q. A player is shooting the 8-ball and sinks it and an opponent's ball, is it a loss, or win and what's the score? **A.** The shooter wins the game and the opponent gets credit for all their balls down including the ball knocked down by the shooter.

Scoring Definitions

1ST This is accomplished when the breaker does not win the game off the break and the opponent shoots for the **first** time and sinks all of their seven balls and the 8 ball with **less than all 15 balls** on the table when they begin shooting. (i.e. the breaker makes a ball on the break and then misses their first shot).

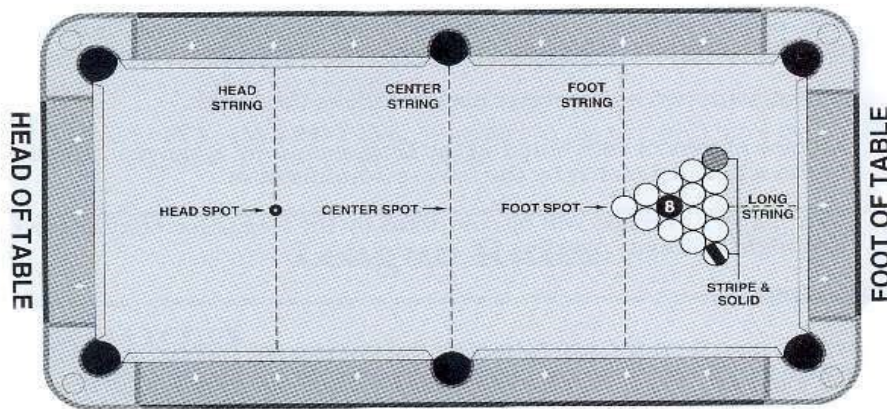
ERO The only time a player may achieve an ERO (eight ball run out) is on their **first** approach to the table, including the break, with all 15 balls on the table. If the breaker runs out and wins the game from the break, it is an ERO. These games are normally scored 10-0, however, in the case of say, sinking a solid on the break and choosing the stripes as your object balls your opponent will still receive 1 point for every ball inadvertently potted. Another situation that occurs is one where you accidentally sink an opponent's ball during the same shot as potting one of your own. An ERO is still available in situations like this, however, your opponent receives 1 (one) point for every one of their balls potted regardless of whether they have actually shot in this game.

In terms of ranking, the ERO is the highest, 1st Attempts. When marking the above on scoresheets, there must be only one of the above. You can't have an ERO and a 1st Attempt at the same time.

8-Ball Official Rules of Play

PRACTICE is NOT ALLOWED during a match either in League or Tournament play.

A. BALLS AND RACKING



1. The game is played with one cue ball and 15 numbered object balls.
2. The balls are racked in a triangle at the foot of the table with the 8-ball in the center of the triangle, the first ball of the rack in the foot spot, a stripe ball in one corner of the rack and a solid ball in the other corner, as the above illustration shows.
3. The object of the game is to make one group of numbered object balls, either stripes or solids, and then legally pocket the 8-ball which then wins the game.

B. BREAK SHOT

1. Start of play-the home team breaks first and writes their line-up down first. The break will alternate thereafter.
2. If the breaker hits the racked balls with the cue ball driving four or more numbered balls to a cushion or pocketing one or more object balls, the game is considered started. If the player fails to make a legal break, it is not a foul; however, the opponent has the option (1) accepting the table in position and shooting, or (2) have the balls re-racked and shooting the break himself or have original breaker rebreak.
3. Stopping or deflecting the cue ball prior to hitting the racked balls are considered fouls and loss of turn. The opponent will receive the cue ball in hand behind the headstring.
4. When positioning the cue ball for the break shot, the base of the ball must be behind the headstring (kitchen).
5. If a player scratches on a legal break shot, (1) all balls pocketed remain pocketed (exception, the 8- ball), (2) it is a foul, (3) the table is open. PLEASE NOTE: Incoming player has cue ball in hand behind the headstring and may not shoot an object ball whose base is not outside the headstring, unless he/she first shoots the cue ball past the headstring and causes the cue ball to come back behind the headstring and hit the object ball. If a player positions the cue ball completely and obviously outside the kitchen and shoots the cue ball, it is a foul, if called by the opponent.
6. The opposing player must inform the breaking player of improper positioning of the cue ball before the shot is made. If the opposing player does not inform the breaking player before the shot is made, the break is considered legal. If the shooting player is informed of improper positioning, he/she must then reposition the cue ball.
7. Making the 8-Ball on The Break: The breaker may ask for a rerack or have the 8-ball spotted and continue shooting. Should the breaker pocket the 8-ball and scratch, the incoming player has the option of spotting the 8-ball and shooting from behind the headstring or re-racking and assuming the break. The game cannot be won or lost with an 8-ball on the break, regardless of what is pocketed in the same shot.

8. If the player legally breaks the racked balls and does not make any balls, his opponent then shoots, having an open table.
9. If a player jumps an object ball off the table in the break shot, it is a foul and the incoming player has the option of (1) accepting the table in position and shooting, or (2) taking cue ball in hand behind the headstring and shooting. Any jumped balls are spotted in numerical order.

C. OPEN TABLE

The table is “open” when the choice of groups (stripes or solids) has not yet been determined. When the table is open, it is legal to hit a solid first to make a stripe or vice versa. Note: The table is always open immediately after the break shot. When the table is open it is legal to hit any solid or stripe or the 8-ball first in the process of pocketing the called stripe or solid. On an open table, all pocketed balls remain pocketed. The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. **THE TABLE IS ALWAYS OPEN IMMEDIATELY AFTER THE BREAK SHOT.** The choice of group is determined only when a player legally pockets a called object ball after the break shot.

D. GAME

In Call Pocket, obvious balls and pockets do not have to be indicated. It is the opponents right to ask which ball and pocket if he is unsure of the shot. Banks and combinations are not considered obvious, and both the object balls and the pocket must be called, or it is a loss of turn. When calling the shot, it is never necessary to indicate details such as number of cushions, banks, kisses, caroms, etc. Any balls pocketed on a foul remain pocketed, regardless of whether they belong to the shooter or the opponent.

The opening break is not a “called pocket.” Any player performing a break shot in 8-ball may continue to shoot his next shot so long as he has legally pocketed any object ball on the break.

When a player has pocketed all the balls in his group, he then shoots at the 8-ball, physically designating his pocket with a pocket marker. The marker is to be placed on the table completely within the first two diamonds on either side of the pocket. The entire area between the diamonds included. You do not have to touch or move the marker if it is already at your intended pocket.

E. PLAY

1. If a shooter inadvertently pockets his opponents’ ball, it remains down, however, if the shooter does not legally pocket one of his own group, he loses his turn.
2. Each player continues to shoot so long as he legally pockets any of his object balls (Exception: calling a safety). Should a player fail to pocket his designated group ball, he shall lose his turn.
3. If a player fails to hit the 8-ball while shooting at it, it is a foul and the game continues. When the 8-ball is the legal object ball, a scratch or foul is not a loss of game if the 8-ball is not pocketed or jumped off the table. Incoming player has cue ball in hand.
4. In the event the cue ball or an object ball stops on the edge of the pocket then falls into the pocket because of vibrations, fan or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference.
5. If any object ball is jumped off the table, it is a foul and loss of turn, unless it is the 8-ball, which is a loss of game. Any jumped object balls are spotted in numerical order.
6. **SLOW PLAY RULE:** Exaggerated slow play will be penalized. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in loss of game. During National competition, referee’s judgment will prevail, and both players will be timed.
7. **STALEMATED GAME:** If in 3 consecutive turns at the table by each player (6 turns in total), they purposely foul or scratch and both players agree that attempting to pocket or move an object ball will result in immediate loss of game, then the game will be considered a stalemate. The balls will then be re- racked, and the breaker of the stalemated game will break again. **PLEASE NOTE:** Three consecutive fouls by one player is not a loss of game.

F. LOSS OF GAME

1. Pocketing the 8-ball when it is not the legal object ball except on an opening break.
2. Pocketing the 8-ball on the same stroke as the last of his group of balls.
3. Jumping or knocking the 8-ball off the table at any time.
4. Pocketing the 8-ball in a pocket other than the one designated.
5. Fouling while (pocketing) the 8-ball in the designated pocket.
6. Third infraction of the slow play rule.
7. Not correctly marking the pocket while pocketing the 8-ball. Note: All infractions above must be called before the next shot is taken. Only the players involved may call an infraction.

G. LEGAL SHOTS

On all shots (except on the break and when the table is open), the shooter must hit one of his group of balls first and (1) pocket any group ball, or (2) cause the cue ball or any other ball to contact a rail. (There are two groups of balls: stripes and solids)

PLEASE NOTE: It is permissible for the shooter to bank the cue ball off a rail before contacting his object ball; however, after contact with his object ball, any group ball must be pocketed, or the cue ball or any other ball must contact a rail.

“SAFETY” SHOT: For tactical reasons, a player may choose to pocket an obvious object ball and also discontinue his turn at the table by declaring “safety” in advance. A safety shot is defined as a legal shot. If the shooting player intends to play safe by pocketing an obvious object ball, then prior to the shot, he must declare a safety to his opponent. If this is NOT done, and one of the shooter’s object balls is pocketed, the shooter will be required to shoot again. Any balls pocketed on a safety shot remain pocketed.

H. FOULING

All fouls must be called and acknowledged before the next shot is taken (exception: scratching) The following results in fouls:

1. Failure to make a legal shot as noted above.
2. Shooting the cue ball into the pocket or off table.
3. It is a foul when a player scratches on the break or deflects the cue ball prior to hitting the racked balls. The incoming player receives (cue ball in hand behind the headstring).
4. When placing the cue ball in position, any forward stroke motion contacting the cue ball will be a foul, if not a legal shot.
5. Shooting without at least one foot touching the floor.
6. Coaching is a foul. Any member of a team called for coaching will result in a foul on the team member shooting.
7. Object Ball Frozen to Cushion or Cue Ball. This applies to any shot where the cue ball’s first contact with a ball is with one that is frozen to a cushion or to the cue ball itself. After the cue ball contacts the frozen ball, the shot must result in either:
 - a) A ball being pocketed, or.
 - b) The cue ball contacting a cushion, or.
 - c) The frozen ball being caused to contact a cushion attached to a separate rail, or.
 - d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

8. **ACCIDENTALLY** moving or touching any ball is not a foul unless: 1) the moved ball is the cue ball or 2) a moved ball contacts the cue ball or 3) a moved ball that is jumped off the table or pocketed or causes any ball to be jumped or pocketed (exception to #3: If the 8-ball is jumped off the table or pocketed it is loss of game if called by the opponent before the next shot is taken). Only the opponent may replace the ball moved as closely as possible or leave it where it rests. If the shooter replaces the moved ball, it will be considered a foul. See supplemental rules regarding BALL IN HAND

9. Picking up or shooting the cue ball while any balls are still in motion is a foul.

10. Push shots and or double hits will be considered fouls.

11. With cue ball in hand, touching any object ball with the cue ball is a foul or touching any object ball with your hand while touching the cue ball is a foul.

12. When the slow play rule is enforced taking longer than ONE MINUTE between shots is a foul.

13. Jumping object balls off the table.

14. After a scratch on a legal break, if a player positions the cue ball completely and obviously outside the kitchen and shoots it is a foul.

15. If your opponent commits a foul and you do not receive his/her acknowledgement of such foul prior to touching the cue ball, you have committed a foul. (Exception: scratching). If the cue ball is scratched and the player removes the cue ball from the pocket, it is a foul. The cue ball must be allowed to travel through the table.

16. Illegal jumping of ball.

I. **PENALTY FOR FOULING**

1. Only the players involved may call a foul. In the event of a foul call, the opposing player receives cue ball in hand anywhere on the table. This means that the player can place the cue ball anywhere on the table (the cue ball does not have to be behind the headstring except on opening break or immediately after a foul on the break).

2. A player must stop shooting when a foul is called. If a player refuses to yield to a foul call, the opposing captain may protest.

This booklet is intended to resolve problems during league and tournament play.

UNSPORTSMANLIKE CONDUCT

1. Unsportsmanlike conduct is automatic disqualification.

2. Two basic types:

A. One warning before disqualification.

B. Immediate disqualification.

Electronic Devices:

Ear buds, headsets are not allowed to be used while playing your game. The use of a cell is not allowed while in a game (e.g.: answering a call or viewing a text). 1st offence is a warning to the player, a second infraction will be an Unsportsmanlike conduct given to the player.

GENERAL DEFINITIONS OF POCKET BILLIARDS

STRIKING CUE BALL. Legal shots require that the cue ball be struck only with the cue tip. **POCKETED BALLS.** A ball is considered a pocketed ball if, as a result of an otherwise legal shot, it drops off the bed of the table into the pocket and remains there. A ball that rebounds from a pocket back onto the table is not a pocketed ball.

POSITION OF BALLS. The position of a ball is judged where its base (or center) rests. **FOOT ON THE FLOOR.** It is a foul if a player shoots when at least one foot is not in contact with the floor. Foot attire must be normal regarding size, shape, and the manner in which it is worn.

KITCHEN DEFINED. The headstring is part of the kitchen. If the base of an object ball is dead center on the headstring, the ball is not playable. This will apply on a scratched cue ball on the break. Likewise, the cue ball when being put on the headstring; it must be behind it.

FOULS BY DOUBLE HITS. It is a foul if the cue ball is struck more than once on a shot by the cue tip (such shots are usually referred to as double hits). If, in the referee's judgment, the cue ball has left initial contact with the cue tip and then is struck a second time during the same shot, it shall be a foul (note: this can be a difficult call in officiating, because on shots where the distance between the cue ball and the object ball is very short, the referee must judge whether the cue ball had time to move out of contact with the cue tip prior to being impeded and then propelled again by the follow through of the stroke. Nonetheless, if it is judged by virtue of sound, ball position and action and stroke used that there were two separate contacts of the cue ball by the cue tip on the stroke, the stroke is a foul and must be so called.

PUSH SHOT FOULS. It is a foul if the cue ball is pushed by the cue tip, with contact being maintained for more than the momentary time commensurate with a stroked shot. (Such shots are usually referred to as push shots). With a cue ball and object ball frozen (not touching but close together), shooting the shot from any angle other than at least 45 degrees above, or at least 45 degrees to the right or at least 45 degrees to the left of center from the straight line of the frozen balls is a foul and must be so called. Even while shooting at 45 degrees this can result in a foul if the cue ball is double hit. If the cue ball and object ball are touching, then the player may shoot "through" the cue ball. Care should be taken to not push the cue ball while making this shot.

JUMPED CUE BALL. When a stroke results in the cue ball being a jumped ball, meaning jumped completely off the pool table on the floor, the stroke is a foul. The cue ball may leave the playing surface and return, which is not considered a foul.

ILLEGAL JUMPING OF BALL. It is a foul if a player strikes the cue ball below center ("digs under" it) and intentionally causes it to rise off the bed of the table in an effort to clear an obstructing ball. Such jumping action may occasionally occur accidentally, and such "jumps" are not considered fouls on their face; they may still be ruled foul strokes, if for example the ferrule or cue shaft contacts the cue ball during the shot.

PLAYER RESPONSIBILITY FOULS. The player is responsible for chalk, bridges, files and any other item or equipment he brings to, uses at, or causes to approximate the table. If he drops a piece of chalk, or knocks off a mechanical bridge head, as examples, he is guilty of a foul should such item contact a cue ball.

BALLS JUMPED OFF THE TABLE. Balls coming to rest other than on the bed of the table after a stroke (on the cushion top, rail surface, floor, etc.) are considered jumped balls. Balls may bounce on the cushion tops and rails of the table in play without being jumped ball if they return to the bed of the table under their own power and without touching anything not a part of the table. The table shall consist of the permanent part of the table proper. (Balls that strike or touch anything not a part of the table, such as the light fixture, call pocket disc, chalk on the rails and chalk on the wood cushions tops, shall be considered jumped balls even though they might return to the bed of the table after contacting items which are not parts of the table proper).

BALLS MOVING SPONTANEOUSLY. If a ball shifts, settles, turns, or otherwise moves "by itself" the ball shall remain in the position it assumed, and play continues. A hanging ball that falls into a pocket "by itself" after being

motionless for three seconds or longer shall be placed as closely as possible to its position prior to falling and play shall continue.

SPOTTING BALLS. A single ball is placed on the foot spot; if more than one ball is spotted, they are placed on the long string beginning on the foot spot and advancing toward the foot rail.

JAWED BALLS. If two or more balls are locked between the jaws or side of the pocket, with one or more suspended in air, the referee shall inspect the balls in position and follow this procedure; he shall visually (or physically if he desires) project each ball directly downward from its locked position; any ball that, in his judgment, would fall in the pocket if so moved directly downward is a pocketed ball, while any ball that would come to rest on the bed of the table is not pocketed. The balls are then placed according to the referee's assessment, and play continues according to specific game rules as if no locking or jawing of balls had occurred.

NON-PLAYER INTERFERENCE. If the balls are moved (or a player is bumped such that play is directly affected) by a non-player during a match, the balls shall be replaced as near as possible to their original positions immediately prior to the incident, and play shall resume with no penalty on the player affected. If the match is officiated, the referee shall replace the balls. This rule shall also apply to "act of God" interference, such as earthquake, hurricane, light fixture falling, power failure, etc.

PLAY BY INNINGS. Players alternate turns (innings) at the table, with a player's inning ending when he either fails to legally pocket a ball, or fouls. When an inning ends free of fouls, the incoming player accepts the table in position.

OBJECT BALL FROZEN TO CUSHION OR CUE BALL. This applies to any shot where the cue ball's first contact with a ball is with one that is frozen to a cushion or to the cue ball itself.

After the cue ball contacts the frozen ball, the shot must result in either:

- a) A ball being pocketed, or.
- b) The cue ball contacting a cushion, or.
- c) The frozen ball being caused to contact a cushion attached to a separate rail, or.
- d) Another object ball being caused to contact a cushion with which it was not already in contact.

Failure to satisfy one of those four requirements is a foul.

A ball which is touching a cushion at the start of a shot and then is forced into a cushion attached to the same rail is not considered to have been driven to that cushion unless it leaves the cushion, contacts another ball, and then contacts the cushion again. An object ball is not considered frozen to a cushion unless it is examined and announced as such by either the referee or one of the players prior to that object ball being involved in a shot.

PLAYING FROM BEHIND THE STRING. When a player has the cue ball in hand behind the string (in the kitchen), he must drive the cue ball to a point outside the kitchen before it contacts either a cushion or an object ball. Failure to do so is a foul.

SLOW PLAY RULE. Exaggerated slow play will be penalized. Certain moments during a game or type of game may require extra thought or concentration. However, continuously taking 1 to 3 minutes between shots is not acceptable. When your opponent abuses this rule, stop play. The team captains will assign a player to time your opponent for the rest of the match. After a warning, any longer than ONE MINUTE between shots will be a foul. The third infraction will result in a loss of game.

SCRATCH. The cue ball pocketed or knocked off the table.

EIGHT BALL RUN OUT. The ONLY time a player may achieve an ERO is in his FIRST approach, with ALL 15 balls on the table. If the breaker runs out and wins the game from the break, it is an ERO. If the breaker does NOT make any balls, his opponent will have a shot at an ERO. He MUST pocket his 7 object balls and the 8-ball WITHOUT a miss.